

Elemental Enforcer

The Elements

Elemental Enforcers are mages with inherent ability over a single element of the four basic elements. They can only wield that element as they have no power over the other three... normally...



Obtaining The power of Elemental Arcana

Elemental Enforcers obtain power through magic passed down between generations. Elemental Enforcers can only obtain power from their parents' bloodline if at least one parent had magical blood and they were born within the season of their power.

Summer = fire

Fall = air

Winter = water

Spring = earth

Training with the elements

Without training Enforcers cannot control their element. They control this element through a process called elemental bending (For example a fire enforcer uses fire bending). Basic training with each bending type normally begins with martial arts to train the body and then begins the slow mastery of controlling and shaping the elements.

Elemental Enforcer

Level	Proficiency Bonus	Class Features	Spells attunable	Max spell level	Elemental Points
1	+2	Bending Type (spell casting), Elemental Points	3	1 st	6
2	+2	Defensive Bending, unarmored defense	4	1 st	10
3	+2	Bending Exhaustion	5	2 nd	15
4	+2	Ability Score improvement	6	2 nd	20
5	+3	Bending stance, meditative recovery	7	3 rd	25
6	+3	Bending Feature	8	3 rd	30
7	+3	Elemental Resistance	8	4 th	35
8	+3	Ability Score improvement	9	4 th	40
9	+4	Meditative Recovery	10	5 th	50
10	+4	Bending Stance improvement	10	5 th	60
11	+4	Advanced Bending (6th level)	11	5 th	60
12	+4	Ability Score improvement	11	5 th	65
13	+5	Advanced Bending (7th level)	12	5 th	70
14	+5	Bending Stance improvement, bending feature	12	5 th	75
15	+5	Advanced Bending (8th level)	13	5 th	80
16	+5	Ability Score improvement	13	5 th	85
17	+6	Advanced Bending (9th level)	13	5 th	90
18	+6	Elemental Mastery	14	5 th	90
19	+6	Ability Score Improvement	14	5 th	95
20	+6	Elemental Mastery improvement	15	5 th	100

Class Features

Hit Points

Hit Dice: 1d6 or 4 per enforcer level

Hit Points at first level: 6 + your constitution modifier

Hit points at higher levels: 1d6 (or 4) + your constitution modifier per enforcer level after 1st

Proficiencies

Armor: Light

Weapons: quarterstaffs, daggers, darts, slings

Tools: none

Saving Throws: Strength, Wisdom

Skills: choose two from Arcana, Insight, Investigation, Nature, perception or survival

Equipment

You start with the following equipment in addition to the equipment granted by your background:

- (a) a quarterstaff or (b) a full staff (if proficient) or (c) any Martial Weapon (if proficient)
- (a) a dungeoneers' pack or (b) an explorer's pack
- a small item containing a symbol of your bending style (normally a necklace or other trinket)
- (a) leather armor or (b) chainmail armor (if proficient) or (c) 10gp

Bending (Spellcasting)

You must first pick between the four elements (detailed in later sections). Pick from Fire, water, earth or air.

Cantrips

At first level you learn two cantrips from your elements spell lists, and Relaxing Meditation ** (cantrip). These minor spells can be cast without expending elemental points. You learn one additional cantrip at level 4, and 10.

Spell level	Elemental Points
1 st	2
2 nd	3
3 rd	5
4 th	6
5 th	7

Elemental Points

You don't gain spell slots like normal casters. Instead you expend elemental points to bend your element. When you cast a spell, you expend points depending on the spells level according to the table. You regain your spent elemental points on a long rest.

Spells Known of 1st Level and Higher

You know a number of spells equal to twice your elemental enforcer level + your wisdom modifier (+ spells learned from bending scrolls) from the Bending spell list you chose.

The Spells attunable column of the elemental enforcer table shows how many attuned elemental enforcer spells you can have of 1st level or higher. Each long rest you make select a new set of spells to attune from your spells known. A spell you choose must be of a level no higher than what's shown in the table's Max Spell Level column for your Elemental enforcer level. When you reach 6th level, for example, you can attune 7 elemental enforcer spell, which can be 1st, 2nd, or 3rd level.

Additionally, when you gain a level in this class, you can choose one of the elemental enforcer spells you know and replace it with another spell from the elemental enforcer spell list, which also must be of a level for which you have access to.

You can learn spells through practicing your bending using bending scrolls. These scrolls contain pictures of how to perform the spells and how to cast them.

Spellcasting Ability

Wisdom is your spellcasting ability for your elemental enforcer spells, since your magic draws upon your devotion and attunement to your chosen element. You use your Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for an enforcer spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Wisdom modifier

Spell attack modifier = your proficiency bonus + your Wisdom modifier

Spellcasting Requirements

Your hands are tattooed with the symbol of your element, Your spells require no material components but do require access to your chosen element. For example, if you are a water bender you must have access to water to cast your spells. In addition you may replace verbal components of spells with somatic ones instead. To do this you must have a hand open that is not holding items, weapons or a shield.

Unarmored Defense

Beginning at 2nd level, while you are not wearing armor your AC equals 10 + your wisdom modifier + your dexterity modifier

Defensive Bending

Beginning at 2nd level, while you are not wearing armor, you can use your elemental magic to block for you or push you out of the way of attacks. When an enemy attacks you and would hit you, you may use your reaction to expend elemental points to boost your AC. You can expend two points this way to roll a d6 and add it to your AC, you may expend any even number of points to use this ability. You must state how many points you are expending before you roll the d6's. This AC increase disappears at the start of your next turn.

For example, your AC is 10. An enemy attacks for a 17 to hit. You can expend 14 points to make sure you dodge the attack (rolling minimum on all 7d6) or you can gamble with any number less than that. For this example, you decide to expend 6 elemental points, you roll a 2 and two 3's. your AC is now $10 + 2 + 3 + 3 = 18$ and you make the attack miss.

Bending Exhaustion

Beginning at 3th level you can regain some elemental points when you run out. You can use an ability that requires elemental points when you don't have enough to cast it. To do so roll a constitution check with a DC of 20 - (your wisdom mod) - (your proficiency bonus), if you fail the check you get elemental points equal to your level plus your wisdom modifier and suffer a level of exhaustion, on a success you don't get any exhaustion points.

Ability Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Bending Stance

When you reach 5th level, as a bonus action taken only at the start of your turn; you can enter a bending stance to cast two spells during your next action instead of one. When you enter this stance your speed becomes zero and you must have a free hand to complete the somatic requirements per spell (casting two spells with somatic components requires 2 hands). The second spell cast this turn costs double the elemental points (cantrips count as level zero spells and cost 1 point to cast using this ability). When casting spells using this stance the combined level total of the spells cannot exceed half your elemental enforcer level rounded up. You cannot cast more than one spell that requires concentration in this way. At lvl 10 your movement is instead halved, and at lvl 14 your movement is not affected by this ability.

Meditative Recovery

You have mastered using meditation to recover from exhaustion.

Beginning at 5th level, you may meditate for one hour as part of a short or long rest to remove one additional point of exhaustion. You may not remove more than one point of exhaustion using this feature per day. You must have recently eaten food and drank water.

Advanced Bending

At 11th level, your bending allows you to cast higher level spells. Choose one 6th-level spell from your elements spell list as this advanced bending spell. You can cast your advanced bending spell once without expending a spell slot / elemental points. You must finish a long rest before you can do so again; spells gained through this feature cannot be cast as part of your bending stance action. At higher levels, you gain more elemental enforcer spells of your choice that can be cast in this way: one 7th-level spell at 13th level, one 8th-level spell at 15th level, and one 9th-level spell at 17th level. You regain all uses of your Advanced Bending when you finish a long rest.

Elemental Mastery

Beginning at 18th level, once per long rest you can enter a state of increased power. When you enter your Bending stance you can choose to enter a “Master Elemental State” instead. This state allows you to cast spells without expending any elemental points for two turns. However, when you leave this state (at the end of the 2nd turn) you must roll a constitution saving throw, the DC for this roll is 20 – your constitution modifier. On a failed save you gain a level of exhaustion.

Starting At 20th level you may use this ability once per short rest and you may remain in this state as long as you want, however you must make a new con save at the end of each additional turn you remain in this state.

Bending Types:

Fire Bending

Bonus Proficiency

Starting at first level when you choose this bending style you gain proficiency in simple weapons, martial weapons, all armor and shields. You gain the produce flame cantrip.

Ignite

At 1st level, you gain the ability to start fires with a touch. As an action, you can magically ignite a flammable object you touch with your hand—an object such as a torch, a piece of tinder, or the hem of drapes.

Flaming Weapon

At 6th level, as a bonus action, you can expend five elemental points to imbue one weapon that you are holding with fire. For 1 minute, you add 1d8 + your Wisdom modifier to attack rolls made with that weapon. The weapon also emits bright light in a 20-foot radius and dim light 20 feet beyond that. If the weapon is not already magical, it becomes magical for the duration. You can end this effect on your turn as part of any other action. This effect also ends if you are no longer holding or carrying this weapon, or if you fall unconscious.

Fire Resistance

At 7th level you gain resistance to fire damage. If an ability would already give you resistance of this type of damage you cannot gain it again.

Raging Flames of Hate

At 15th level, when you cast a fire damage spell that makes an enemy makes a saving throw, you may expend two elemental points to subtract a d6 from their saving throw. The targets of this ability must be chosen when you cast the spell and it can be used to target each creature within the spells effect only once.



Water Bending

Bonus Proficiency

Starting at first level when you chose this bending style you gain proficiency in the Medicine Skill. You also gain the Shape Water cantrip.

Soul of the Sea

At 1st level, your tie to the sea grants you the ability to breathe underwater, and you have a swim speed equal to your walking speed.

Disciple of Healing

At 6th level, your healing spells are more effective. Whenever you use a spell of 1st level or higher to restore hit points to a creature, the creature regains additional hit points equal to the amount of elemental points used to cast it or your wisdom modifier (whichever is higher).

Cold Resistance

At 7th level you gain resistance to cold damage. If an ability would already give you resistance of this type of damage you cannot gain it again.

Ebb and Flow

At 15th level, you gain the ability to easily slip away from your foes. Immediately when you are hit by an attack after using your defensive bending ability, you can turn into a wave and instantly (without provoking opportunity attacks) move up to 60 feet to a spot you can see and turn into a puddle for up to 1 round. While a puddle, you are hidden but are blinded and count as paralyzed if attacked. Moving, attacking, or taking any other action returns you to normal. Once you use this feature, you must finish a short or long rest before you can use it again



Earth Bending

Bonus Proficiency

Starting at first level when you chose this bending style you gain proficiency in simple weapons, martial weapons, all armor and shields. You also gain the mold earth cantrip.

Stone's Durability

At 1st level, your connection to stone gives you extra fortitude. Your hit point maximum increases by 1, and it increases by 1 again whenever you gain a level in this class.

Rocky Protection

At 6th level you gain the ability to erect pillars of stone to defend your allies. You can give your bonuses from defensive bending to your allies instead of yourself. Doing so uses up your reaction and gives them a number of d4 equal to the amount of elemental points you expend as if they were used on you.

You may make a shield out of solid stone. This object counts as a shield and gives an AC bonus of +2. As a free action when you cast a spell (or as a bonus action), you may shift the earth from your shield onto your arm, coating it in rock. While your arm is covered in rock, you may cast spells as if your hand was free; In addition your punches using that arm deal 1d6 bludgeoning damage.

At lvl 10 the bonus becomes +3 AC or 2d6 respectively. At lvl 15 they become +4 or 4d6, and at lvl 20 they become +5 or 6d6.

Rocky Resistance

At 7th level you gain resistance to non magical bludgeoning damage and force damage. If an ability would already give you resistance of this type of damage you cannot gain it again.

Stone's Edge

At 15th level, your mastery of earth magic allows you to add the force of elemental earth to your spells. When you cast a spell that deals damage, choose one creature damaged by that spell on the round you cast it. That creature takes extra force damage equal to your wisdom modifier. This feature can be used only once per casting of a spell.



Air Bending

Bonus Proficiency

Starting at first level when you choose this bending style you gain proficiency in simple weapons and ranged martial weapons. You gain the gust cantrip.

Airborne Magic

At 1st level, you are attuned to elemental air magic. Whenever you cast a spell other than a cantrip during your turn, whirling gusts of elemental air surround you. You can use a bonus action to move 10 feet without provoking opportunity attacks.

Strike like the Wind

At 6th level, you can use your bonus action to fire projectiles with supernatural accuracy. When you make an attack roll with a ranged weapon, you can use your bonus action to expend three elemental points to gain a +10 bonus to the roll. You make this choice after the roll but before the DM says whether the attack hit or missed. You may only use this ability once per turn and only on your turn.

Graceful Dodging

At 7th level, you gain the ability to dodge more efficiently. When you use your defensive bending ability you may re-roll dice by expending an elemental point per dice you would like to re-roll. You do this after you roll the initial dice set from defensive bending and before you add all the dice to your AC.

You can take the dash action as a bonus action

Winds Wrath

At 15th level, the wind energy you channel through your magic seethes within your soul. When you are hit by a melee attack, you can use your reaction to deal thunder damage to the attacker equal to your enforcer level. The attacker must also make a Strength saving throw, with a DC equal to 8 + your Wisdom modifier + your proficiency bonus. On a failed save, the attacker is pushed in a straight line 20 feet away from you.



Spell Lists: *Represents New Spell*

Represents Arcane Archive Spell **

	Fire	Water	Earth	Air
Cantrips	Booming Blade Control Flames Create Bonfire Fire Bolt Green-Flame Blade Molten Blade ** Mystical blade (fire damage) ** Produce Flame Light	Frostbite Glacial Blade ** Magic Daggers ** Mystical blade (cold damage) ** Ray of Frost Spare the Dying	Ante Up ** Blade Ward Mending Resistance Magic Daggers ** Magic Stone Sword Burst	Ante Up ** Card Trick ** Eldritch orb ** Flurry of Steel ** MageHand Quickstep ** Shocking Grasp Thunderclap
1 st Level	Burning Hands *Extinguish* Faerie Fire *Fire Wave* Hellish Rebuke Searing Smite Thaw **	Armor of Agathy's Break waves ** Create or destroy Water Cure Wounds Fog Cloud Heroism Ice knife Icicle Javelin Snowflake shield ** Thaw **	Catapult Cloud of daggers Earth Tremor Ensnaring Strike Entangle Floating Disk Rumbling Charge ** Sandbags ** Shield Snare	Boomerang (changes to become a thrown item and the damage becomes bludgeoning / slashing) ** Catapult Expeditious Retreat Feather Fall Guiding Missile ** Jump Long strider Whispering wind Zephyr Strike
2 nd Level	Aganazzar's scorcher	Chop **	Barkskin	Areal Alacrity **

	Branding Smite Continual Flame Dragons breath (fire only) Flame Blade Flaming Sphere Heat Metal Pyrotechnics Scorching Ray	Hold Person Iceberg Lesser Restoration Melf's Acid Arrow Mirror Image Misty Step Snilloc's Snowball Swarm Skywrite Water jet **	Earthbind Glass Blade Hold Person (must be on ground) *Rock Pillar* Maximilian's Earthen Grasp Protection from poison Spiritual Weapon Spike Growth Stone Bones **	Burst of speed ** Blur Dust Devil Gust of Wind Levitate Pass Without Trace Petal storm ** Protection from ballistics ** Shadow Blade (wind blade & magic slashing dmg) Shatter Zone of atmosphere** Zone of sweet air
3 rd Level	Blinding Smite Fireball Flame arrow's Flame stride Haste Lightning Bolt Lightning arrow Protection from energy (fire and cold only) Melf's Minute Meteors	Frostmail ** Ice claw prison ** rain squall ** Riptide ** Sleet Storm Tidal Wave Wall of water Water Walk	*Boulder Throw* Crusader's Mantle (force damage) Erupting Earth Meld into stone Melf's minute meteors (deal bludgeoning) Wall of sand **	Create vacuum ** Fly Headwind / tailwind ** Lightning Arrow Nondetection Stinking Cloud Thunder Step Wind Wall

4 th Level	Arcing Spark **	Control Water	Fabricate	Elemental Bane (thunder and lightning only)
	Elemental Bane (fire)	Elemental Bane (cold)	Otiluke's Resilient Sphere	Freedom of movement
	Fire Shield	Ice Shape**	Hunger of the earth **	Greater invisibility
	Vitriolic Sphere (replace acid with fire)	Ice Storm	Shape Metal **	Storm Sphere
	Wall of Fire	Vitriolic Sphere	Staggering Smite	
	Widogast's web of fire	Vortex **	Stone Shape	
5 th Level		Watery Sphere	Stone Skin	
		Watery Tentacles **		
	Banishing Smite	Cone of Cold	Banishing Smite	Cone of cold
	Dawn	Cloud Kill	Bigby's Hand (made of rock not force)	Control Winds
	Evasiveness **	Flaming Death **	Frolicking Fountain **	Cloud Kill
	Flame Strike	Greater Restoration	Hold Monster (must be on ground)	Destructive Wave (thunder + radiant)
6 th level	Immolation	Hold Monster	Transmute Rock	Far Step
	Wall of Light	Mass Cure Wounds	Wall of stone	Steel Wind Strike
		Maelstrom		Suffocate **
				Swift Quiver
	Chain Lightning	Flesh to stone (Ice)	Bones of the earth	Blade Barrier
	Indenture of flame	Heal (80 hp, touch)	Flesh to Stone	Investiture of wind
		Investiture of Ice	Globe of invulnerability	Wind walk
		Otiluke's Freezing Sphere	Investiture of stone	
		Wall of Ice	Move earth	
		Winter Flower **		

7 th level	Delayed fireball blast Firestorm	Freezing Touch Regeneration Resurrection	Inevitable Boulder ** Zone of fortification **	Whirlwind Winds of change
8 th level	Illusory Dragon (fire not shadows, breaths fire) Incendiary cloud	Mighty Fortress (Ice) Tsunami	Bombardment Earthquake Mighty Fortress	Control Weather Illusory Dragon (clouds not shadows, cold / poison damage)
9 th level	Blade of disaster (Fire blade, 5d12 flame, 15d12 crit) Meteor Swarm Transmute Lava	Call avalanche ** Imprisonment (frozen) Mists of time	Blade of disaster (stone blade) Imprisonment (rock or metal) Transmute Lava	Mists of time Storm of vengeance

spell links:

base spells:

<http://dnd5e.wikidot.com/spells>

Arcane Archive:

<https://drive.google.com/file/d/1U2uggOkSTJLWDgVfGuiRSqXV2eq9Nfa6/view>

New Spells:

Boulder Throw:

Transmutation

Level 3

Cast time: 1 action

Range: 60ft

Components: V, S

Duration Instantaneous

Components: verbal, somatic, component (a large chunk of earth or stone)

You pull a chunk of rock or earth off the ground and throw it at a target within range.

If the object would fall apart on impact, creatures within 15ft of the target must make a dexterity saving throw or take 3d12 magical bludgeoning damage on a failed save or half as much on a success. The area the boulder landed becomes difficult terrain. Targets who fail the saving throw by more than 10 are engulfed by the debris and are restrained till they succeed on a strength (athletics) check vs your spell save DC.

If the object is solid enough to stay in one piece, creature within 10ft of the chosen point must make a dexterity saving throw or take 4d12 magical bludgeoning damage on a failed save; half as much on a successful one. Alternatively a creature in the area may make a strength saving throw in an attempt to catch the boulder. Creatures who are large or larger and have arms make this save with advantage, creatures who are medium or smaller make this save with disadvantage. If the creature manages to catch the boulder no damage is dealt by the boulder. If the target tries to catch the boulder and fails they take 4d12 magical bludgeoning as normal.

At higher levels: the damage is increased by 1d12 per spell slot level above 3rd.

Extinguish:

Transmutation

Level 1

Cast time: **1 action**

Range: **40ft cone**

Components: **s**

Duration: **Instantaneous**

You put out any number of non-magical fires of your choice within a 40ft cone. Fires created by spells are considered non-magical as soon as their duration ends.

At higher level:

The radius of the cone increases by 10ft per spell slot level above the first.

You may put out magical fire effects of level equal to or lesser than the spell slot level used when casting this spell. For example, you could dispel an upcast flaming sphere (cast at lvl 3) by expending a third level spell slot. The magical fire extinguished this way must fit completely within the cone of this spell (you cannot remove half a wall of fire in this way).

Fire Wave: (ThunderWave but Fire)

Evocation

Level: **1**

Casting time: **1 Action**

Range: **Self (15-foot cube)**

Components: **V, S**

Duration: **Instantaneous**

A wave of flame sweeps out from you.

Each creature in a 15-foot cone originating from you must make a Dexterity saving throw. On a failed save, a creature takes 2d10 fire damage. On a successful save, the creature takes half as much damage.

In addition, Ignitable objects in the area catch fire

At higher level

When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.

Rock Pillar:

Transmutation

Level 2

Cast time: 1 action

Range: 60ft

Components: V, S

Duration: up to one day

Chose any area of rock up to a ten-foot Square. Erect a pillar of rock and earth that is up to 30ft tall, this pillar can be angled or sideways. You can shape the pillar any way you want as long as it fits within the 10ft x 10ft x 30ft cube. The pillar remains unless destroyed (AC of 10 and 4d10 hp) or a day has passed. When the pillar is destroyed it turns back into gravel and earth.

At Higher Level

When you cast this spell as a 3rd level spell or higher you may erect a second pillar